

IN THE CLAIMS:

The text of all pending claims, (including withdrawn claims) is set forth below. Cancelled and not entered claims are indicated with claim number and status only. The claims as listed below show added text with underlining and deleted text with ~~strikethrough~~. The status of each claim is indicated with one of (original), (currently amended), (cancelled), (withdrawn), (new), (previously presented), or (not entered).

Please AMEND the claims in accordance with the following:

1. (Currently Amended) A display located on a single side of a user, comprising:

~~an arc shaped control zone for a function of an interface located on the single side and at least a distance equal to a typical wrist away from [[an]]a nearest edge of the display, the control zone forming a command strip anchored at a base and responsive to manipulation including twisting, bending, pulling, and shrinking and the control zone having elements each having a weight and behaving like real-world materials; and~~

~~an arc shaped interface element graphic located on the single side, aligned with the arc shaped control zone and indicating the function with the arc shaped interface graphic, and the arc shaped control zone aligned to a natural user motion produced by a compound motion of a rotation of the user elbow and rotation of a user wrist; and~~

~~an overflow control zone formed on a counter arc intersecting the arc shaped control zone at 90 degrees .~~

2. (original) A display as recited in claim 1, wherein the alignment orients the graphic and zone with the motion.

3. (original) A display as recited in claim 1, wherein the alignment follows the natural user motion.

4. (original) A display as recited in claim 1, wherein the alignment positions the graphic and zone at a location accessible via the natural user motion.

5. (previously presented) A display as recited in claim 1, wherein the natural user motion comprises a curve determined by one or more strokes of the user on the display.

6. (original) A display as recited in claim 5, wherein the curve includes natural motion variations.

7. (previously presented) A display as recited in claim 5, wherein the user natural motion stroke additionally comprises a finger motion curve, a shoulder motion curve and a combination of two or more of the curves.

8. (original) A display as recited in claim 7, wherein the curve is a curve determined by a single user.

9. (original) A display as recited in claim 1, further comprising an interface location at which the zone and graphic are positioned.

10. (original) A display as recited in claim 9, wherein the interface location is specified by a cursor positioned by the user.

11. (Currently Amended) A graphical user interface, comprising:
a cursor positioned on a display by a user at a location ~~the display located on a single side of a user and at least a distance equal to a typical wrist away from an edge of the display;~~
~~and~~

a function control positioned on the display responsive to the location of the cursor, located on a single side of a user and at least a distance equal to a typical wrist away from a nearest edge of the display, having an arc shaped interface graphic indicating a function of the control and having an arc shape conforming to a motion arc of a hand caused by a compound motion of an arm about an elbow of the user and the hand about a wrist of the user, the function control forming a command strip anchored at a base and responsive to manipulation including twisting, bending, pulling, and shrinking and the function control having elements each having a weight and behaving like real-world materials; and

an overflow control formed on a counter arc intersecting the function control at 90 degrees.

12. (Currently Amended) An interface as recited in claim 11, wherein the function control and overflow control comprise plural controls and the controls are aligned along [[the]] each arc.

13. (previously presented) An interface as recited in claim 12, wherein a default control is positioned under the cursor at a particular instance.

14. (original) An interface as recited in claim 12, wherein the controls can be one of re-oriented and moved.

15. (original) An interface as recited in claim 12, wherein controls are oriented and shaped to conform to a wrist arc caused by a hand moving about a wrist of the user

16. (Currently Amended) A graphical user interface, comprising:
a cursor positioned on a display by a user at a location ~~and at least a distance equal to a typical wrist away from an edge of the display~~; and
function controls positioned on the display responsive to the location of the cursor, at least a distance equal to a typical wrist away from a nearest edge of the display, having an interface graphic indicating a function of the controls and having an arc shape conforming to a motion arc of a hand caused by a compound motion of an arm about an elbow of the user and the hand about the wrist of the user, the function controls forming a command strip anchored at a base and responsive to manipulation including twisting, bending, pulling, and shrinking and the controls having elements each having a weight and behaving like real-world materials, wherein a portion of the controls are aligned coincident to an arc intersecting the motion arc at 90 degrees.

17. (original) An interface as recited in claim 11, wherein the control comprises plural controls and the shape of the sides of each of the controls is one of rectilinear, arc shaped, wedge shaped and triangular shaped.

18. (original) An interface as recited in claim 11, further comprising an overflow interface positioned responsive to the motion arc.

19. (original) An interface as recited in claim 11, wherein text of the control is rectilinear aligned with a display.

20. (original) An interface as recited in claim 19, wherein the overflow interface is natural motion arc shaped.

21. (original) An interface as recited in claim 12, wherein the control is oriented to an extended arc.

22. (Currently Amended) A graphical user interface for a tablet personal computer having a stylus input system, comprising:

a cursor positioned on a display of the tablet personal computer by a user-at-a-location on the display designed by the stylus and at least a distance equal to a typical wrist away from an edge of the display;

a function control positioned on the display at a location on the display designated by the stylus and at least a distance equal to a typical wrist away from an edge of the display responsive to the location of the cursor, having a interface graphic indicating a function of the control and having a graphic shape and position conforming to a natural motion arc of a hand caused by a compound motion of an arm about an elbow and of the hand moving about a wrist of the user, having plural controls with a default control positioned under the cursor, controls aligned coincident to the arc, the function control forming a command strip anchored at a base and responsive to manipulation including twisting, bending, pulling, and shrinking and function control having elements each having a weight and behaving like real-world materials, and controls aligned along a counter arc intersecting the motion arc at 90 degrees and where the controls are shaped responsive to the natural motion arc with natural variations; and

an overflow interface and shaped positioned responsive to the motion arc.

23. (Currently Amended) A method, comprising:

determining a position of a cursor as designated by a user; and

positioning an arc shaped graphical user interface on a single side of a user and at least a distance equal to a typical wrist away from [[an]] a nearest edge of the display, and responsive to the position where the arc of the shape is defined by a natural user motion caused by a compound motion of an arm about an elbow of the user and a hand about a wrist of the user, the arc shaped graphic interface having function controls forming a command strip anchored at a base and responsive to manipulation including twisting, bending, pulling, and shrinking and the function controls having elements each having a weight and behaving like real-world materials; and

an overflow control zone formed on a counter arc shaped graphical interface intersecting the arc shaped graphical interface at 90 degrees.

24. (previously presented) A method as recited in claim 23, further comprising determining whether the user has specified a custom arc and positioning one of a custom and standard arc shaped interface responsive to the determination.

25. (Currently Amended) A computer readable storage for controlling a computer by determining a position of a cursor as designated by the user, and-positioning an arc shaped graphical user interface on a single side of a user and at least a distance equal to a typical wrist away from [[an]] a nearest edge of the display, and responsive to the position where the arc of the shape is defined by a natural user motion caused by a compound motion of an arm about an elbow of the user and a hand about a wrist of the user, the arc shaped graphical interface having function controls forming a command strip anchored at a base and responsive to manipulation including twisting, bending, pulling, and shrinking and the function controls having elements each having a weight and behaving like real-world materials, and positioning an overflow control zone formed on a counter arc shaped graphical interface intersecting the arc shaped graphical interface at 90 degrees.

26. (Currently Amended) A method, comprising:

allowing a user to make strokes with an input device caused by a compound motion of an arm about an elbow of the user and a hand about a wrist of the user with the input device located on a single side of a user-use-and-at least a distance equal to a typical wrist-away-from an edge of the display;

determining an arc from the strokes; and

laying out a first graphical user interface at least a distance equal to a typical wrist away from a nearest edge of a display, including controls, to conform to the arc, the controls forming a command strip anchored at a base and responsive to manipulation including twisting, bending, pulling, and shrinking and the controls having elements each having a weight and behaving like real-world materials; and

laying out a second graphical user interface, including controls, formed on a counter arc intersecting the arc at 90 degrees.

27. (original) A method as recited in claim 26, further comprising:

determining a position of a cursor specified by the user; and

positioning the interface responsive to the position; and

allowing the user to activate a function of the interface.

28. (Currently Amended) A method as recited in claim 26, A method, comprising:
allowing a user to make strokes with an input device caused by a compound motion of an arm about an elbow of the user and a hand about a wrist of the user with the input device located on a single side of a user;
determining an arc from the strokes; and
laying out a graphical user interface, including controls, to conform to the arc,
wherein plural users are allowed to make strokes individually at different times and the arc is determined from a combination of strokes of the plural users.

29. (Currently Amended) An apparatus, comprising:
a display on a single side of a user and at least a distance equal to a typical wrist away from an edge of the display; and
a computer producing an arc shaped graphical user interface on the display on a single side of a user and at least a distance equal to a typical wrist away from a nearest edge of the display, where the arc of the shape is defined by a natural user motion caused by a compound motion of an arm about an elbow of the user and a hand about a wrist of the user, the arc shaped graphical interface having function controls forming a command strip anchored at a base and responsive to manipulation including twisting, bending, pulling, and shrinking and the function controls having elements each having a weight and behaving like real-world materials;
and
the computer producing a counter arc shaped graphical user interface on the display intersecting the arc shaped graphical interface at 90 degrees and having an overflow control zone.

30. (Currently Amended) A display, comprising:
a control zone for a function of an interface on a single side of a user and located at least a distance equal to a typical wrist away from [[an]] a nearest edge of the display, the control zone having function controls forming a command strip anchored at a base and responsive to manipulation including twisting, bending, pulling, and shrinking and the function controls having elements each having a weight and behaving like real-world materials; and

an interface element graphic aligned with the control zone and indicating the function with the interface graphic, and the control zone aligned to a natural user compound motion of an elbow motion and a wrist motion; and

an overflow control zone formed on a counter arc intersecting the control zone at 90 degrees.

31. (previously presented) A display as recited in claim 30, wherein a user natural motion stroke comprises one of an a wrist motion curve, a finger motion curve and a shoulder motion in combination with the elbow motion.

32. (Currently Amended) A display, comprising:

a control zone for a function of an interface and located at least a distance equal to a typical wrist away from [[an]] a nearest edge of the display, the control zone forming a command strip anchored at a base and responsive to manipulation including twisting, bending, pulling, and shrinking and the control zone having elements each having a weight and behaving like real-world materials; and

an interface element graphic aligned with the control zone and indicating the function with the interface graphic, and the control zone only aligned to a natural user motion of independent finger motion; and

an overflow control zone formed on a counter arc and intersecting the control zone at 90 degrees.

33. (Previously Presented) A display as recited in claim 32, wherein the control zone further comprises a zone access comprising one of an elbow motion curve, a wrist motion curve and a shoulder motion curve in combination with the finger motion.

34. (Currently Amended) A display on a single side of a user, comprising:

a control zone for a function of an interface on the single side of a user and located at least a distance equal to a typical wrist away from [[an]] a nearest edge of the display, the control zone forming a command strip anchored at a base and responsive to manipulation including twisting, bending, pulling, and shrinking and the control zone having elements each having a weight and behaving like real-world materials; and

an interface element graphic aligned with the control zone and indicating the function with the interface graphic, and the control zone aligned to a natural user motion of a shoulder motion; and

an overflow control zone formed on a counter arc and intersecting the control zone at 90 degrees.

35. (previously presented) A display as recited in claim 34, wherein the user natural motion stroke comprises one of an elbow motion curve, a wrist motion curve and a finger motion curve in combination with the shoulder motion.

36. (Currently Amended) A method, comprising:

determining a position of a cursor; and

positioning an arc shaped graphical user interface on a single side of a user and at least a distance equal to a typical wrist away from [[an]] a nearest edge of the display and responsive to the position where the arc is defined by a compound natural user motion of a hand when an arm is moved about an elbow of a user and about a wrist of the user, the arc shaped graphical interface having a control zone forming a command strip anchored at a base and responsive to manipulation including twisting, bending, pulling, and shrinking and the control zone having elements each having a weight and behaving like real-world materials; and

positioning a counter arc shaped graphical interface to intersect the arc shaped control zone at 90 degrees, the counter arc shaped graphical interface having an overflow control zone.

37. (Currently Amended) A display, comprising:

an arc shaped control zone for a function of an interface and located at least a distance equal to a typical wrist away from [[an]] a nearest edge of the display, the arc shaped control zone forming a command strip anchored at a base and responsive to manipulation including twisting, bending, pulling, and shrinking and the control zone having elements each having a weight and behaving like real-world materials; and

an arc shaped interface element graphic aligned with the arc shaped control zone and indicating the function with the arc shaped interface graphic, and the arc shaped control zone aligned to a natural user motion produced by only rotation of a user elbow; and

an overflow control zone formed on a counter arc shaped interface element graphic intersecting the arc shaped control zone at 90 degrees.

38. (Currently Amended) A display, comprising:

an arc shaped control zone for a function of an interface and located at least a distance equal to a typical wrist away from [[an]]a nearest edge of the display, the arc shaped control zone forming a command strip anchored at a base and responsive to manipulation including twisting, bending, pulling, and shrinking and the control zone having elements each having a weight and behaving like real-world materials; and

an arc shaped interface element graphic aligned with the arc shaped control zone and indicating the function with the arc shaped interface graphic, and the arc shaped control zone aligned to a natural user motion produced by only rotation of a user wrist; and

an overflow control zone formed on a counter arc intersecting the arc shaped control zone at 90 degrees.

39. (Currently Amended) A display, comprising:

a control zone for a function of an interface and located at least a distance equal to a typical wrist away from [[an]]a nearest edge of the display, the control zone forming a command strip anchored at a base and responsive to manipulation including twisting, bending, pulling, and shrinking and the control zone having elements each having a weight and behaving like real-world materials; and

an interface element graphic aligned with the control zone and indicating the function with the interface graphic, and the control zone aligned to a natural user motion of a static wrist and independent finger motion; and

an overflow control zone intersecting the control zone at 90 degrees.

40. (Currently Amended) A display, comprising:

an arc shaped control zone for a function of an interface and located at least a distance equal to a typical wrist away from [[an]]a nearest edge of the display, the arc shaped control zone forming a command strip anchored at a base and responsive to manipulation including twisting, bending, pulling, and shrinking and the control zone having elements each having a weight and behaving like real-world materials; and

an arc shaped interface element graphic aligned with the arc shaped control zone and indicating the function with the arc shaped interface graphic, and the arc shaped control zone aligned to a natural user motion produced by a concurrent motion of a rotation of the user elbow and rotation of a user wrist; and

an overflow control zone formed on a counter arc intersecting the arc shaped control zone at 90 degrees.

41. (Currently Amended) An interface as recited in claim 11, wherein the cursor is positioned on a horizontal touch screen display and the compound motion is performed on a horizontal surfacethe touch screen.